



## INSTRUCTION BOOKLET



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



**WARNING: PLEASE READ THE ENCLOSED  
CONSUMER INFORMATION AND PRECAUTIONS  
BOOKLET CAREFULLY BEFORE USING YOUR  
NINTENDO® HARDWARE SYSTEM OR GAME PAK.**

## **CREDITS**

### **UBI SOFT TEAM**

**Project Management: Serge Hascoet**

**Marketing: Mary Lynn Slattery & Sean Mylett**

**Manual and Package Design: Create One For Me**

*Special Thanks to the Focus Group Participants from both  
Marin County, California and Nintendo*

### **VIVID IMAGE TEAM**

**Programming: Chris West**

**Graphics: Tony West**

**Design: Mevlut Dinc, Raffaele Cecco, Chris West, Tony West**

**Music and Sound FX: Allister Brimble**

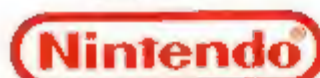
**Project Management: Stephane Koenig**

**Play Testing: Stephan Majoram, Harris Bernardez and Najati Dinc**

**Producer: Mevlut Dinc**

*Special Thanks to Bill Hajec & Nick Jones*

LICENSED BY



NINTENDO, SUPER NINTENDO  
ENTERTAINMENT SYSTEM  
AND THE OFFICIAL SEALS ARE  
REGISTERED TRADEMARKS OF  
NINTENDO OF AMERICA INC.  
© 1991 NINTENDO OF AMERICA INC.



This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Super Nintendo Entertainment System. All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.



# **TABLE OF CONTENTS**

<b>INTRODUCTION . . . . .</b>	<b>4</b>
<b>CONTROLLER OPERATIONS . . . . .</b>	<b>4</b>
<b>HOW TO START . . . . .</b>	<b>6</b>
<b>OPTIONS MENU . . . . .</b>	<b>6</b>
<b>CHOOSING PLAYERS . . . . .</b>	<b>8</b>
<b>GAME SELECT . . . . .</b>	<b>10</b>
<b>PRACTICE . . . . .</b>	<b>10</b>
<b>TRACK SELECT . . . . .</b>	<b>11</b>
<b>HEAD TO HEAD . . . . .</b>	<b>11</b>
<b>CHAMPIONSHIP . . . . .</b>	<b>12</b>
<b>RUMBLE. . . . .</b>	<b>16</b>
<b>SOCCER. . . . .</b>	<b>18</b>
<b>PLAYBACK . . . . .</b>	<b>20</b>
<b>CHARACTER DESCRIPTIONS . . . . .</b>	<b>22</b>

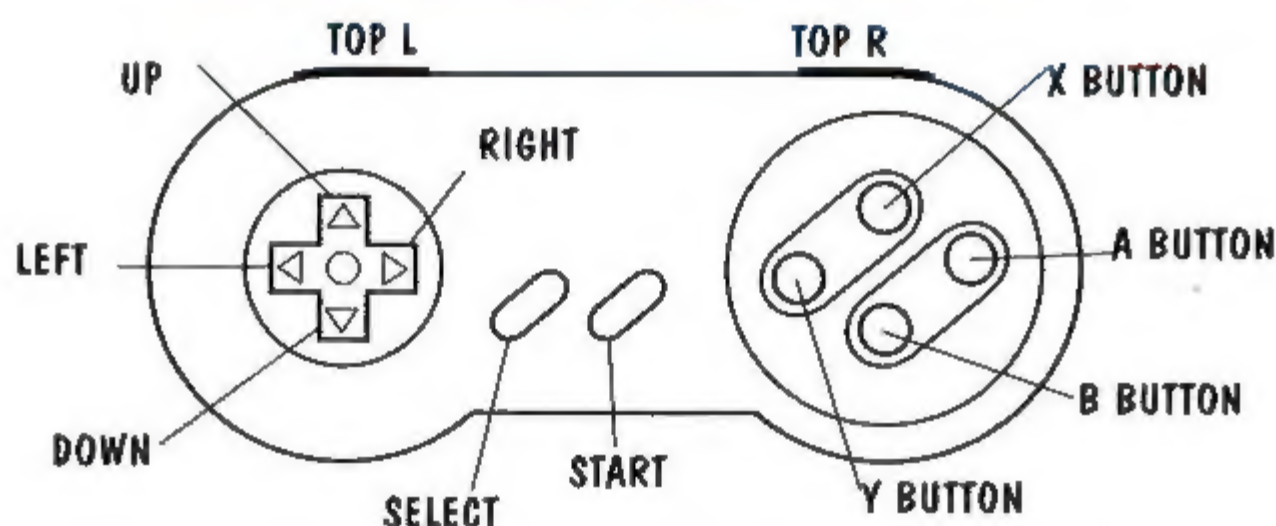


# INTRODUCTION

It's fast, it's frantic, it's furious and it's fun! It's Street Racer™, the only 4-player racing game that combines the best of both racing and fighting!

Street Racer gives you a thrill a minute! So put the pedal to the metal, give it all you've got and hold on!

## CONTROLLER OPERATIONS



**DOWN** - Brake, Reverse

**UP** - Jump

**L/R** - Steering

**X BUTTON** - Front Attack

**A BUTTON** - Side Attack

**Y BUTTON** - Turbo (Kick the ball in Soccer)

**B BUTTON** - Accelerate

**TOP L** - Punch Left

**TOP R** - Punch Right

**START** - Pause

**SELECT** - Exit Game



### **DRIVER SELECT:**

**L/R - Cycle Through Drivers**

**UP/DOWN - Toggles Car/driver and Characteristics  
in 3-4 player mode**

**START - Select Driver**

### **TRACK SELECT:**

**L/R - Change View of Track**

**UP/DOWN - Change Track**

**TOP L - Raise Camera View of the Track**

**TOP R - Lower Camera View of Track**

**CONTROL PAD + Y BUTTON - Scroll around track**

**B BUTTON - Make Selection**

**START - Selects Track**

### **PLAYBACK**

**UP/DOWN - Change Car**

**L/R- Rotate Camera (all views available)**

**START - Pause Playback, hit again to restart**

**SELECT - Exit Playback**



## HOW TO START

Insert your Street Racer™ cartridge in your Super NES console and turn it on. The Player Select Screen appears allowing you to choose 1 to 4 players or set up your Options. Players 3 and 4 will only appear if 4-player adapter is connected.



*Choose from 1-4 players.*

## OPTIONS MENU

Activate or deactivate the following to change the difficulty level of the game. For instance if you are playing against players with less skill, you can turn on all of their options and turn off yours in order to make it more fair to your opponents.



*Many options to choose from.*



- **WEAPONS** - Front and side attack weapons are affected
- **FIGHTING** - Punch Attacks are affected
- **DAMAGES** - Damage sustained from other players is affected
- **COLLISIONS** - Damage sustained from running into barriers or other players is affected

Set the following:

- Laps per race: 1-30
- Difficulty level: Easy, Medium, Hard, Crazy
- Number of Cars in Practice Mode: 1-8
- Sound Mode: Stereo or Mono
- Volume: 0 to 15
- Music Test: Hear Tunes from the Different Tracks
- Sound Test: Hear all 99 sound effects

## **SOCCER OPTIONS**

- **Goals Match:** Match ends when set number of goals have been made by one player. Range is from 1-14 goals
- **Time Match** - Match will end when the time runs out. 1 to 29 minutes



- **Custom Cup Select -**  
Choose from 1-24 tracks to customize your own race. Track numbers and names appear on the top of the screen. Use the Control Pad to scroll up and down the list. To choose a track press the B Button. The track selected will appear under the track order. Continue to select all of your tracks until all 24 have been determined.



*Customize your race.*

To exit the OPTIONS menu, go to LEAVE OPTIONS and press the B Button.

## **CHOOSING PLAYERS**

You can play Street Racer with 1, 2, 3 or 4 people simultaneously. A 4-player adapter must be used if 3 or more players are selected.



*Choose your character  
(4-player mode shown)*



Plug the 4-player adapter into the second port of your Super NES. Plug the controllers of players 2-4 into the adapter.



*Strengths and weaknesses shown on each character.*

- **1 or 2 PLAYERS -**

All 8 cars compete. Cars not chosen by player(s) are controlled by the computer.

- **3 PLAYERS -** Only 4 cars compete, three controlled by players, one by computer.

- **4 PLAYERS -** 4 cars compete, all controlled by players.

To exit, press the START Button.



## GAME SELECT

After determining your options and selecting the number of players, now you're ready to choose the type of game mode you want to play.



*Choose your game mode.*

## PRACTICE

Here's where you get your feet wet! Use this mode to get used to all of the tracks and determine the strengths and weaknesses of the characters. Not only can you practice on the tracks, but on the soccer field or rumble arena as well.

Practice against the computer or any other human player. Determine number of players to practice against in the



*Gear up for the real thing!*



*Race again, try a new track  
or even a new car.*



**Options Menu.** At the end of each race you can choose to retry the same track, change the track or change your car.

## **TRACK SELECT**

Choose the track you want to practice on by scrolling through the various tracks.

Press **B** to view a particular track and **START** to select one. You can also zoom in and out of the track view by using the **L/R** buttons.



*Choose your track.*

## **HEAD TO HEAD**

This is a challenge between two-players. Players choose the track to race on. Points are awarded for each race and the player with the highest number of points wins. The players decide how many races to compete in. To quit, choose **END**.



# CHAMPIONSHIP

Position of  
other Racers

LAP



Total Time

Your  
Position

Number of  
Turbo's

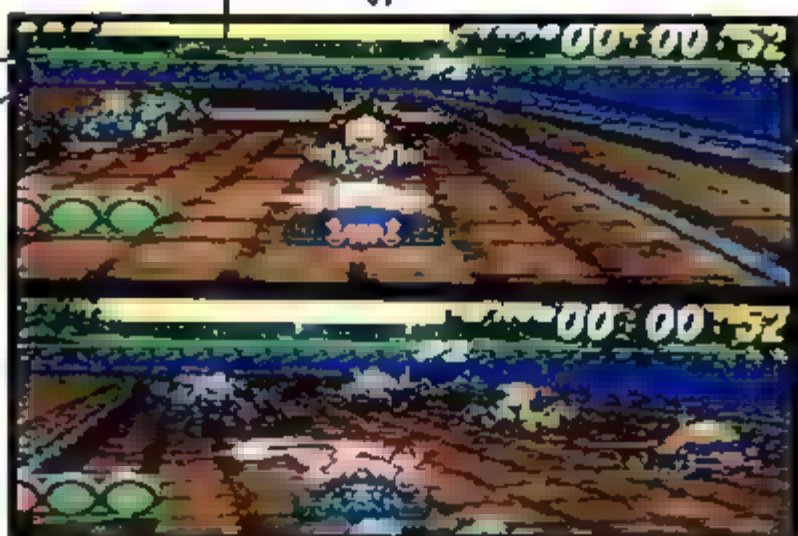
*One player race.*

Here's where the real race begins! It's a test of skill, wit and determination! Driving skills are important, but so are your fighting skills and your strategy!

Energy Bar

LAP

Number of  
Turbo's



Total Time

Your  
Position

*Two player race.*



You race on all 24 tracks. Results are indicated at the end of each race. Finishing times, bonus points for fastest lap, lapping other cars, number of stars

PLACE	DRIVER	TIME
1ST	SUND SAN	00:51:05
2ND	FRANK	00:52:66
3RD	DIFF	00:52:99
4TH	HELMUT	00:53:34
5TH	SUZULU	00:53:75
6TH	RAPH	00:54:06
7TH	HONJA	00:54:30
8TH	SURF	01:01:69

BEST LAP: SURF 00:06:  
PRESS START BUTTON

*Finishing times for each character.*

PLACE	DRIVER	POINTS
1ST	RAPH	10
2ND	SUND SAN	10+LEAP
3RD	HELMUT	7
4TH	FRANK	5
5TH	DIFF	3
6TH	SUZULU	1
7TH	HONJA	0
8TH	SURF	0

PRESS START

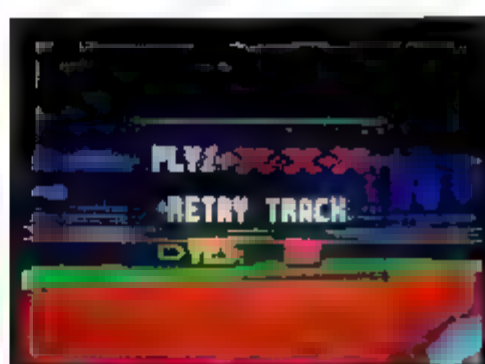
*Points awarded, plus bonus for fast lap.*

accumulated, punches executed and a perfect bonus (finishing a race without sustaining any damage), as well as total points awarded are shown. In order to qualify for a race, you must place at least 4th. If you don't place 1-4, a screen will come up and ask you if you want to retry the track. If you do, you have 3 tries to qualify.

PLACE	DRIVER	POINTS
1ST	SUZULU	66
2ND	SUND SAN	44
3RD	HELMUT	33
4TH	SURF	29
5TH	DIFF	20
6TH	RAPHAEL	16
7TH	FRANK	6
8TH	HONJA	2

NEXT RACE: HONJA 2 ROUNDS: 6  
PRESS START BUTTON

*Total points accumulated.*



*You have 3 tries to qualify.*



In the CUP SELECT menu, you can choose the level of difficulty for the entire season of races: Bronze - Easiest. Six tracks, all unique. Silver - Medium. 10 tracks, 6 unique. Gold - Hard. 14 tracks, 8 unique, plus 4 hidden tracks which can be accessed, only if the Bronze and the Silver Cups have been won. Custom - You can mix up the tracks and have different levels of difficulty (select tracks in Option menu). At the end of each cup the top three finishers appear on a championship screen.



*Choose your race.*



*Only the top 3 winners appear here.*

**CONTINUE:** Go on to the next track.

**PLAYBACK:** See an instant replay of the last race you ran or match you played.

**EXIT:** Quit the game.



*Continue, review your times or view your race.*



**TURBOS** (the blue squares) are picked up from the track, maximum number you can have is the number of laps per race (set in the Options Menu). Turbo is activated by pressing the Y Button.

Number of turbos you have is indicated in the top right hand portion of the screen.



*Pick up turbos and stars for bonuses.*

**STARS** (yellow squares with a red star) - Accumulate as many of these as you can in order to gain bonus points.

**MINES** (starburst squares of green, yellow and orange) - Run over these and you'll be blown sky high. Make sure you find a repair kit if you run over very many of them, or you'll be eliminated from the race!



*Stay away from these mines!*



**REPAIR KITS** (yellow squares with a picture of a wrench) - Every time you sustain damage it affects the way your car works (acceleration, handling, speed). When the energy bar goes down try to find these on the track. Running over these will repair any damage done to your car.



*Repair your car with the yellow wrench squares.*

## **RUMBLE**

This is an all out free for all! The last one standing is the winner.

Map of  
Player's  
Positions



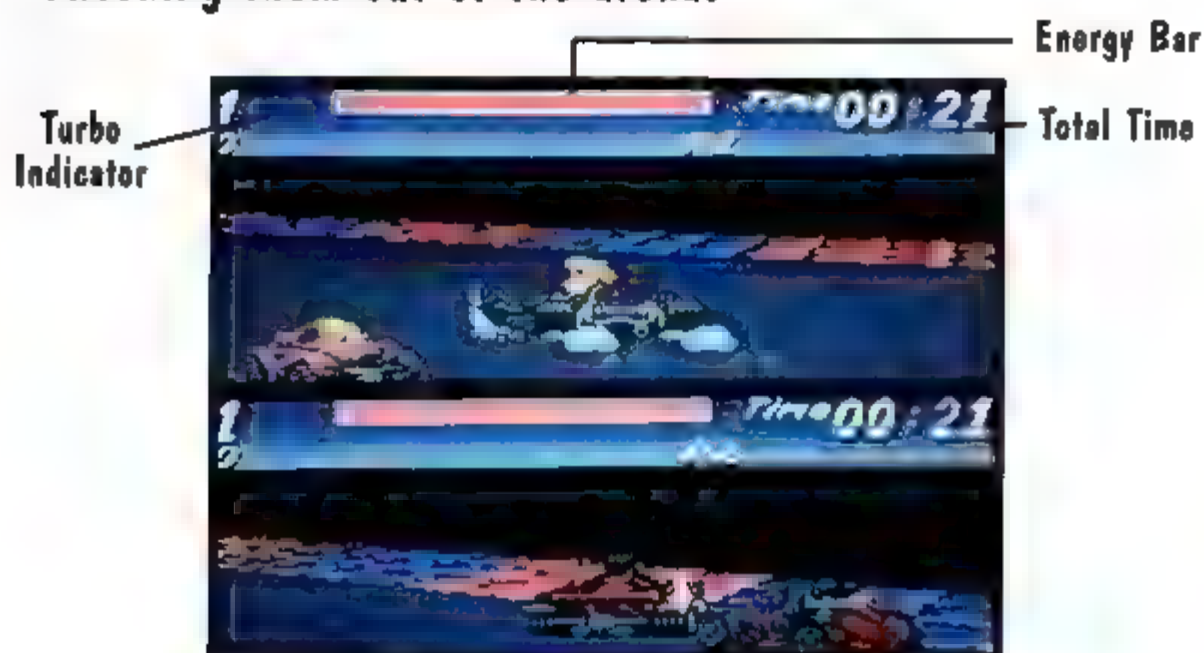
Total Time

Players  
Remaining

*One player rumble mode.*



Eliminate your opponents by crashing into them and knocking them out of the arena.



*Two player rumble mode.*

When one or two players are competing there are a total of 8 cars on the rumble field. When there are 3 or 4 players, there are only a total of 4 players competing.

There are 3 levels of play:

**EASY** - Arena has a solid barrier all the way around it. The barrier must be hit several times before a hole is made.



*Choose your difficulty level.*



**MEDIUM** - The barrier has a few gaps, plus you can make new gaps by crashing into the barrier.

**HARD** - No barrier, players can be eliminated more easily.

## **SOCCER**

Soccer like you've never played before! Use your car to speed around the pitch, grab hold of the ball and try to score! But watch out for the automatic goal keeper! He may not look like much, but he's good!



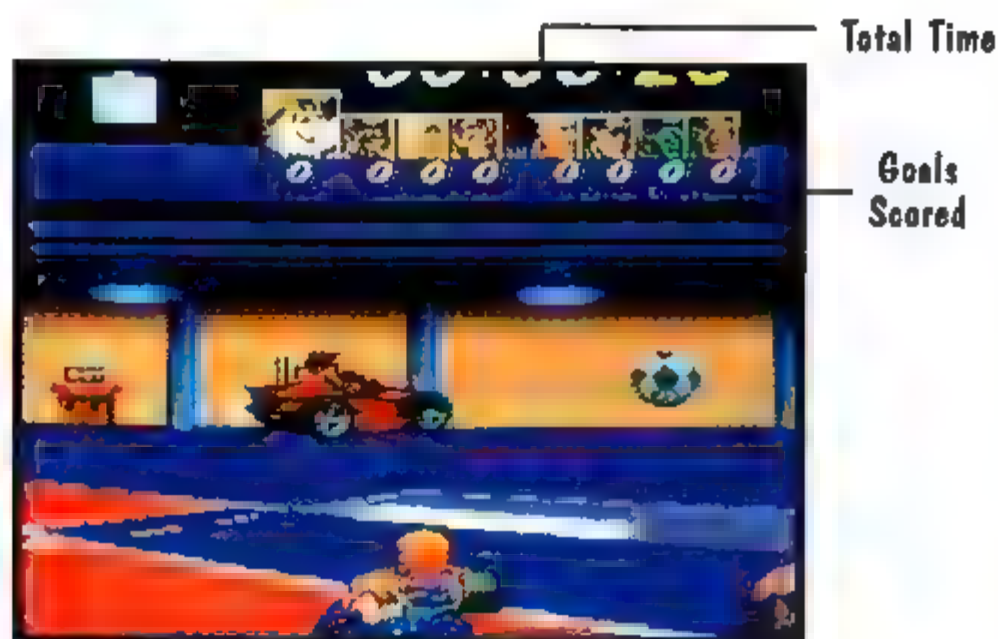
*One player soccer mode.*



Soccer can only be played with 1 or 2 players, but the field consists of 8 cars. Choose from 3 different pitches:



- **INDOOR** (wooden floor) - This pitch is more slippery than the outdoor pitch.
- **OUTDOOR** (grass) - Regular playing field.
- **ICE** - The ball bounces higher on this pitch.



*Two player soccer mode.*



See the Options menu to determine length of game. Either by set time or number of goals. Use the Y Button to kick the ball. To shoot, hold down and release the Y Button. The longer you hold it down, the stronger the shot is. If you press UP on the Control Pad at the same time, upon releasing the Y Button you get more height. If you press the Top L or R, upon releasing the Y Button you can curve the ball.

After each Soccer Match a results screen appears indicating the following for each character:



The screenshot shows a 'SOCCER LEAGUE TABLE' with a table containing 7 columns: Player, P, W, L, D, F, and PTS. There are 10 rows of player names and their corresponding statistics.

Player	P	W	L	D	F	PTS
Player 1	1	1	0	0	2	2
Player 2	2	1	0	0	1	2
Player 3	3	0	1	0	1	0
Player 4	4	0	1	0	1	0
Player 5	5	0	1	0	1	0
Player 6	6	0	1	0	1	0
Player 7	7	0	1	0	1	0
Player 8	8	0	1	0	1	0
Player 9	9	0	1	0	1	0
Player 10	10	0	1	0	1	0

*Soccer results.*

P-How many matches played.

W-How many matches your won.

L-How many matches your lost.

D-How many matches tied.

F-Total goals scored.

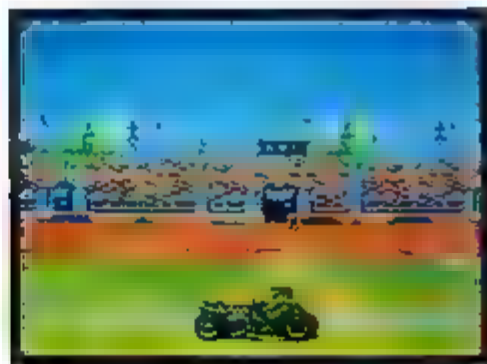
PTS-Total Points (2 for a Win; 1 for a Draw)

## **PLAYBACK**

At the end of a race, soccer match or rumble, you can replay your action by using this feature. The



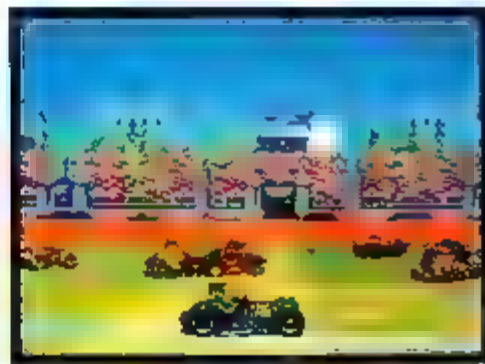
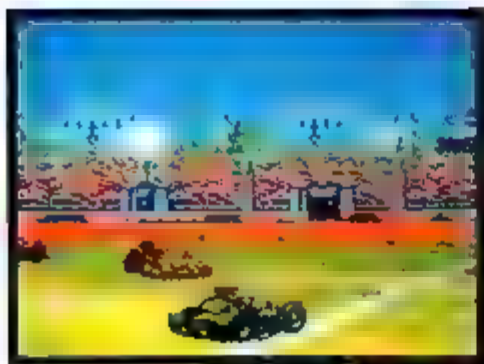
**L/R** keys of the Controller change the angle of vision (380 degrees). The **Up/Down** keys allow you to view the different characters. Press **SELECT** to stop the **PLAYBACK**.



*Playback views.*



*Playback views.*



*Playback views.*



## CHARACTER DESCRIPTIONS

### **HODJA**

A friendly, wise old magician with a devious sense of humor and a few tricks up his sleeve. Loves the thrill of racing, but shys away from violence. If provoked though he can be quite ruthless.



*Hodja.*



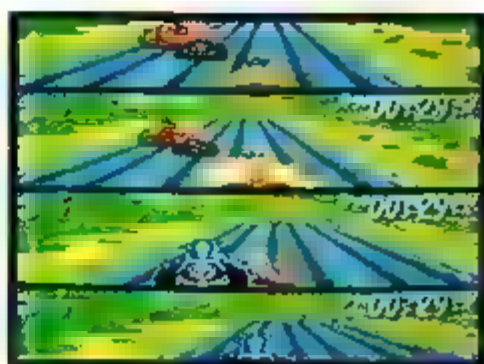
*Hodja's track in Istanbul.*

He once saved Sumo-San's life so over the years they have developed a strong friendship and look out for each other. Hodja's home track is downtown Istanbul which can be quite treacherous. Cobbled streets make for a bumpy ride and the curbs can destroy your suspension. It's easy to get lost in the back streets of Istanbul, but if you look hard enough you'll soon discover the shortcuts.





*Hodja flying on his magic carpet.*



*Hodja electrocuting Sumo.*

**COUNTRY:** Turkey

**AGE:** As old as the hills, more than 400 years old

**CAR:** Magic cushion with wheels

**PUNCH:** Ottoman Dagger Swipe.

**SIDE ATTACK:** Electrocutes his opponents, causing them to slow down.

**FRONT ATTACK:** Magic Carpet let him to fly over his opponents and obstacles but he must still navigate the track.

## **FRANK**

The grandson of the original Frankenstein, but in order to avoid publicity, Frank has chosen to change his name to Frank N. Stein, or just Frank. Although big and green, he has a heart of gold and can charm the evil out of spirits. He used to drive a hearse so he is a very careful driver. He is not very bright and sometimes it takes him awhile to figure out the course.





*Frank.*



*Frank's track in Transylvania.*

Frank's home track is in an overgrown graveyard in the shadows of his grandfather's mansion. A misty swamp surrounds the track which can bog down even the best of drivers.



*Helmut flying on Frank's track.*



*Frank punches Raphael.*

**COUNTRY:** Transylvania

**AGE:** At least 100 years old

**CAR:** A big green low slung hot rod with lots of chrome piping.

**PUNCH:** Big Monster Bash

**SIDE ATTACK:** Ghost scares away other players

**FRONT ATTACK:** Batwings which enable Frank to fly



## SUZULU

Africa's foremost rally driver.

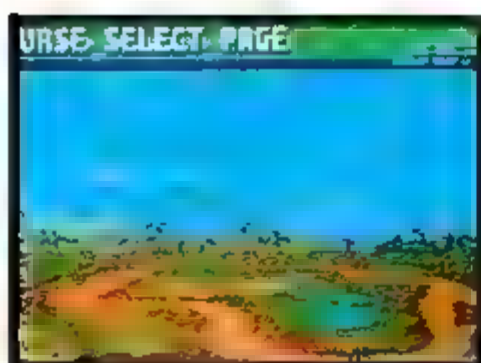
His car can not sustain a lot of damage, but is very fast and handles well. He tries to stay away from the other drivers, but is not afraid to

fight. In fact, last year he

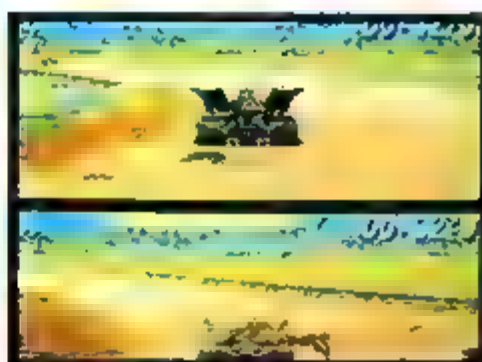
lost a tooth in a fight he had with a rhino. But he came out ahead, the rhino lost his horn, which is now mounted on the hood of his car.



*Suzulu.*



*Suzulu's track in the Jungle.*



*Suzulu uses his voodoo stick and Frank takes off.*

His home track is located on the wide open plains.

The deep sand mixed in with the rocky terrain can be tricky, but for the light and speedy Suzulu-mobile this should pose no problem.



**COUNTRY:** Africa

**AGE:** No one knows for sure. But we carbon-dated one of his teeth and think he's about 40.

**CAR:** Made entirely of natural products (sticks & animal skins) and fast.

**PUNCH:** Voodoo Stick Poke

**SIDE ATTACK:** Spears come out from his tires, keeping his opponents at a distance.

**FRONT ATTACK:** Rhino Charge causes lots of damage

## **BIFF**

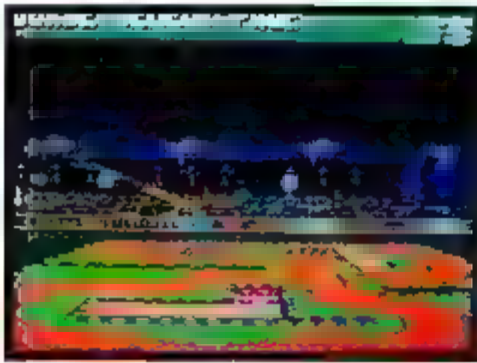
He's big, bald and talks with a baseball bat. Biff's been bald since birth and is very sensitive about it. Be careful what you say around him or it won't be baseballs he's



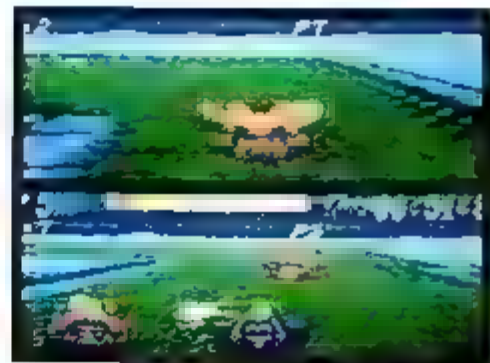
*Biff.*

swinging at. Tractor pulls and motorcross are common events on Biff's home track, a real grandstand. The dirt track is wide but filled with many hazards. Although Biff isn't the best driver, his 4WD eats up the track, and he's always leaving someone in the dust.





*Biff's track at the Arena.*



*Biff swings his bat at Surf.*

**COUNTRY:** USA

**AGE:** Would you ask a guy who's big, bald and carries a bat?

**CAR:** Biff drives what he believes to be the ultimate status symbol, a blue, souped up 4WD. It handles great, but Biff's driving skill is a bit rough.

**PUNCH:** A powerful swing from his baseball bat.

**SIDE ATTACK:** Tires expand forcing his opponents to the side.

**FRONT ATTACK:** Mighty Magnet which pulls the cars ahead of Biff backwards, allowing Biff to take the lead.

## **RAPHAEL**

Every woman's dream and every man's nightmare. This guy has everything...looks, charm, money, women and excellent driving skills. He was born the day his father won the Monaco Grand Prix,



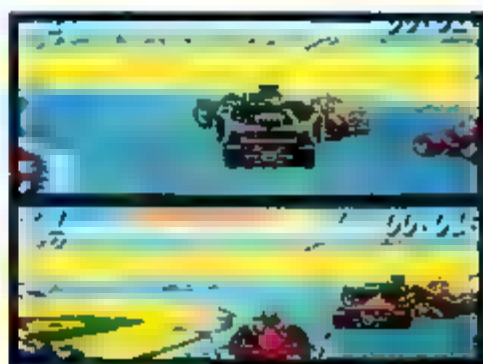
*Raphael.*



in the front seat of a Ferrari as they were returning home to Milano. He won his first race before the age of 10. He is however a bad loser, if you attack him he will seek revenge. He secretly admires Surf, but even with all of his charm, she hardly knows he's alive. Raphael's home track is smooth and fast, located on the curved roads of the Italian countryside. Watch out for chicanes, decreasing/increasing radius curves... Getting the racing line is the secret on these tracks.



*Raphael's track in the Italian countryside.*



*Raphael blows his horns.*

**COUNTRY:** Italy

**AGE:** 23

**CAR:** Latest in Italian sportscar design. It's fast off the mark, but Raphael isn't much of a mechanic so sometimes it misfires and performance slows down.

**PUNCH:** A quick jab.

**SIDE ATTACK:** Loud horns which make his opponents jump

**FRONT ATTACK:** Gold Gobbler Magnet that pulls the leading cars backwards and propels Raphael forward.



## SURF

Surf is good looking, intelligent and very athletic. When she is not racing she travels the world as a freelance photographer, and spends her leisure time swimming, surfing or singing in a local rock band. She takes her racing seriously and certainly knows her way around a track. Being the only woman on the Street Racer Circuit, she is determined to show her fellow competitors she is not just another pretty face. Her home track is on the beach. The sand can cause problems for the other cars, but for Surf 's beach buggy it's no problem.



*Surf.*

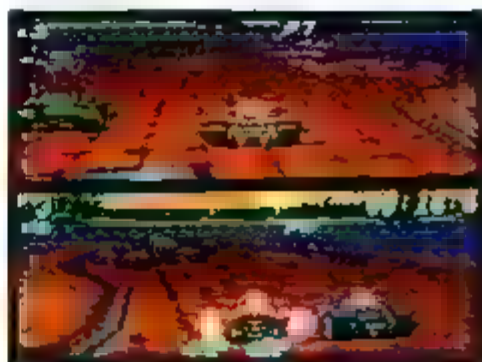


*Surf's track in Sydney, Australia.*





*Helmut skids off the track,  
while Surf leaps past him.*



*Surf uses her side attack on  
Biff, pushing him to the side.*

**COUNTRY:** Australia

**AGE:** Never ask a woman!

**CAR:** VW Beetle Convertible, fast, but not too quick off the mark

**PUNCH:** Beach Towel Snap.

**SIDE ATTACK:** Expanding beach balls which force her opponents off the road.

**FRONT ATTACK:** Magnetic Attraction which pulls the other cars towards her, then she punches them away and speeds forward.

## **HELMUT Von POINTENEGER**

Helmut has had a very hard life. His father was a Baron who never had any time for him and was raised by a matronly fraulein. He was sent off to military school at the age of 10 and joined the armed forces shortly after that. The military was his life until he had an unfortunate run in with a pointed helmet in battle, lost the vision in one eye,





*Helmut.*



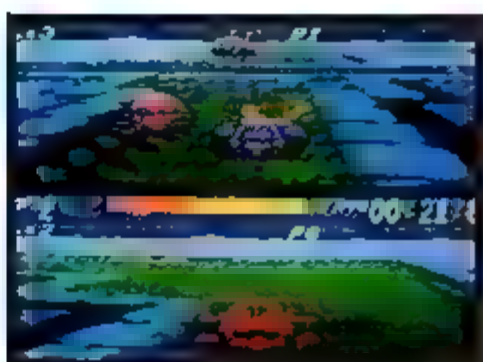
*Helmut's track in an old airfield.*

and was forced to retire.

Racing is his life now and he competes with a vengeance. He is ruthless and shows no mercy. His only goal is to win the race at any cost. His home track is an old airfield in the Bavarian countryside. The track is smooth and provides excellent driving conditions.



*Helmut uses his saw blades.*



*Helmut about to become airborne.*

**COUNTRY:** Germany

**AGE:** Retired

**CAR:** Helmut drives a strange mix of Red Baron tri-plane and classic Mercedes racing car. Narrow tires make handling a little difficult but it's built like a tank and can withstand an enormous amount of damage.



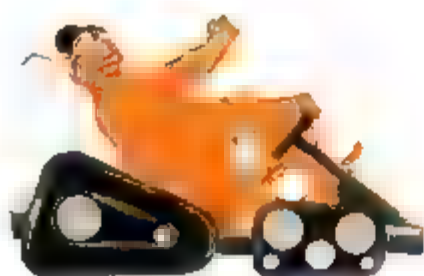
**PUNCH:** Walking Stick Strike

**IDE ATTACK:** Spinning saws that come out from his tires, causing extreme damage

**FRONT ATTACK:** An airplane that divebombs into the other cars

## **SUMO-SAN**

Sumo, as he is known to his friends, is a retired champion of sumo wrestling. Tired of the brute force he used in sumo wrestling he now prefers to use high tech gadgets to win. He is a strong competitor and not afraid to throw his weight around.



*Sumo.*



*Sumo's futuristic track.*

He favors the underdog and looks after Hodja, who once saved him from drowning. Sumo's home track is set in the future of Tokyo. It is very high tech and the surface is smooth metal, lined with flashing lights. The track is very curvy and challenging, only the best drivers will be able to negotiate this course effectively.





*A Sumo Splash on Surf.*



*A Sumo Splash on Helmut.*

**COUNTRY:** Japan

**AGE:** Unknown

**CAR:** Sumo-San's future machine is a custom designed vehicle with treads. The treads offer superb traction and handling on almost any surface.

**PUNCH:** Sumo Chop

**SIDE ATTACK:** Sumo Splash where Sumo's car jumps up and upon landing, he crashes down on his opponents and his treads expand forcing his opponents off the track.

**FRONT ATTACK:** Electric Shock shocks the cars next to him, causing them to slow down



## **90 DAY LIMITED WARRANTY**

UBI Soft, Inc. (UBI Soft) warrants to the original purchaser that this product shall be free of defects in material and workmanship for a period of 90 days from the day of purchase. If a defect covered by this warranty occurs during this 90 day warranty period, UBI Soft will repair or replace the product at its option, free of charge.

### **WARRANTY SERVICE**

To receive this warranty service:

Please call UBI Soft at (415) 332-5011 during business hours, 9:00 A.M. to 5:00 P.M. (PST), Monday-Friday. If the UBI representative is unable to solve the problem over the telephone, you will be given further instructions. In some cases it may be necessary to ship the complete product **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE** to UBI Soft.

The warranty shall not apply if the product has been damaged by negligence, accident, commercial use, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship. This warranty shall not apply if any product serial numbers have been altered, defaced or removed.

UBI SOFT Inc. • 1000 Bridgeway • Sausalito, California 94965 USA



## **WARRANTY LIMITATIONS**

**ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OR MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL UBI SOFT BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESSED OR IMPLIED WARRANTIES.**

**The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. The warranty gives you specific legal rights, and you may have other rights which vary from state to state.**





UBI Soft Inc.  
1000 Bridgeway  
Sausalito, CA 94965

Printed in Japan